

APEX

— LEGENDS™ —

THE BOARD GAME

APEX
— LEGENDS —

82

CORE RULES

[BETA VERSION]

Respawn
ENTERTAINMENT

Electronic Arts



GLASS CANNON
UNPLUGGED

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APEX LEGENDS: THE BOARD GAME

WELCOME TO THE APEX GAMES!

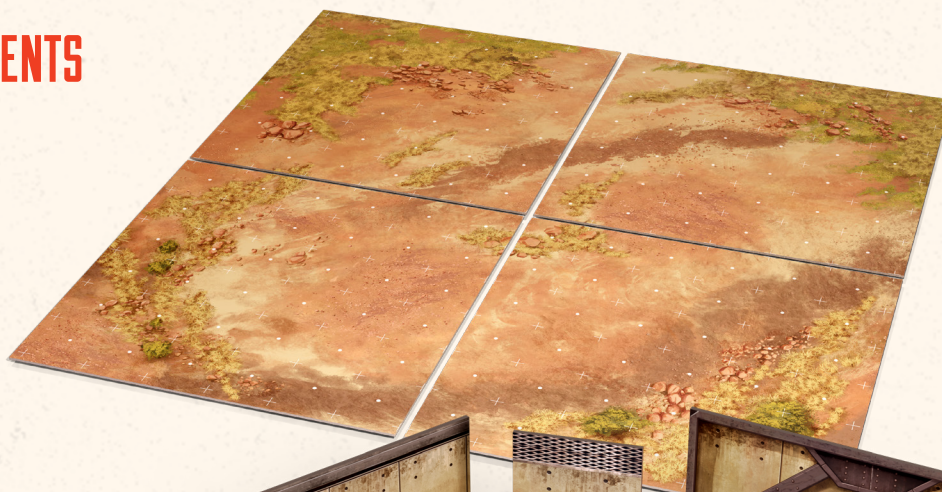
Initiated sometime around the year 2729 on Solace, the central planet of a cluster called the Outlands, the Apex Games are an immensely popular and widely televised blood sport owned and organized by the Mercenary Syndicate, the undisputed governor and protector of peace for the region.

Originally hosted in a defunct military base on the island of Kings Canyon as an overhauled continuation of an old bloodsport called the Thunderdome, the Apex Games have since spanned multiple worlds and have seen numerous participants join the fray, with different backgrounds and often ulterior, usually mutually exclusive motives. The reward for perseverance is fame, cold cash, and sometimes a lucrative career, but it all comes at the very real risk of serious physical injury or, more commonly, death.

GAME OVERVIEW

Apex Legends: The Board Game is a highly competitive miniatures game based on the hit battle royale video game *Apex Legends*, in which opposing teams of Legends—warriors with exceptional combat skills and abilities—airdrop onto a gradually shrinking battleground to compete for fame and glory in a series of matches referred to as the Apex Games. The players make use of a wide variety of weapons and actions at their disposal to work together with their teammates, and fulfill the ultimate goal of eliminating their opponents and being the last ones standing.

COMPONENTS



✖ 4 Map tiles



✖ 8 Half-Walls
(1-length)

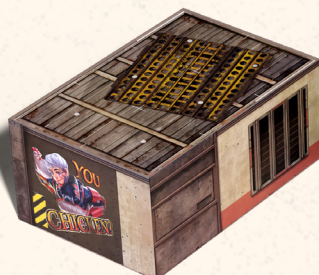
✖ 6 medium Walls
(2-length)

✖ 6 short Wall
(1-length)

✖ 2 long Walls
(3-length)



✖ 4 Building 2x2



✖ 2 Buildings 2x4



✖ 3 Buildings 3x3



Each building is composed of two parts. You should assemble them before play.



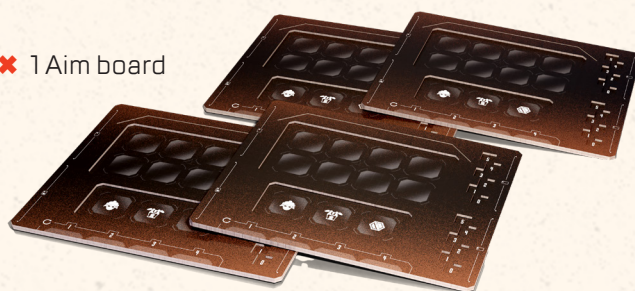
✖ 1 Aim board



✖ 1 Round board



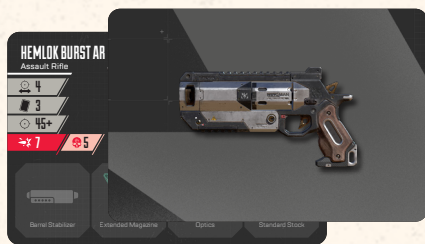
✖ 1 Entrance board



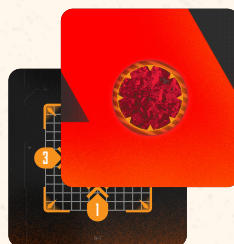
✖ 4 Legend boards



✖ 14 Aim cards



✖ 50 Basic Weapon cards



✖ 12 Ring
Movement cards



✖ 18 Supply Bin
cards



✖ 6 Supply Drop
Spawn cards



✗ 1 Round marker



✗ 1 Initiative marker



✗ 4 Reward tokens



✗ 49 Common Loot tokens



✗ 63 Rare Loot tokens



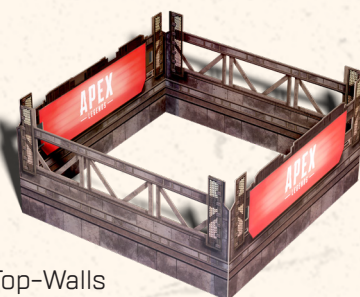
✗ 34 Epic Loot tokens



✗ 12 Starting Gear tokens
(4 of each: Helmet, Body Shield, and Knockdown Shield)



✗ 5 rocks
✗ 4 trees



✗ 6x Top-Walls on buildings



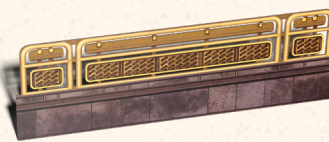
✗ 8 supply bins



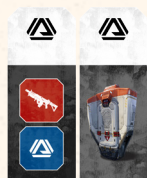
✗ 4 supply drops



✗ 4 respawn beacons



✗ 6x Half-Walls on buildings



✗ supply drop loot tokens



✗ supply drop spawn tokens



✗ 8 squad tokens
(4 each of Blue & Red)



✗ 5 Team Deathmatch Mode Loadouts



✗ 8 Ammo cubes



✗ 4 Blue & Red rings for miniature bases



✗ 8 deathbox markers



✗ 4 Ring borders



✗ Core Rules
✗ Match Settings



✗ 1 Rare bag,
1 Common bag,
1 Epic bag



✗ 4 Shield/Health Points dials



✖ Bangalore:

2 Ability cards, 8 Feat cards, 1 Legend card, 3 Ability tokens, 1 Bangalore miniature, 2 Smoke miniatures (2 parts each), 1 Rolling Thunder miniature, 1 Rolling Thunder marker, Diorama base card holder



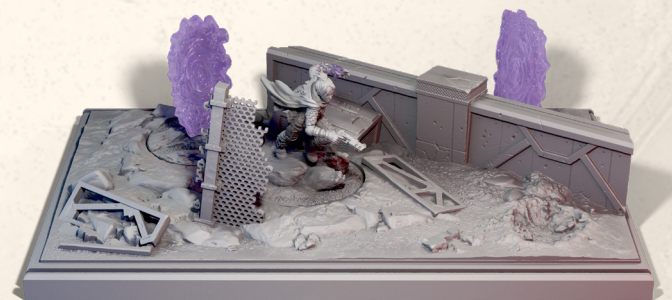
✖ Gibraltar:

2 Ability cards, 8 Feat cards, 1 Legend card, 2 Ability tokens, 1 Gibraltar miniature, 1 Dome of Protection miniature (2 parts), 1 Defensive Bombardment miniature & marker, Gun Shield miniature (detachable part), Diorama base card holder



✖ Bloodhound:

2 Ability cards, 8 Feat cards, 1 Legend card, 2 Ability tokens, 1 Bloodhound miniature, 3 Raven miniatures, Beast of the Hunt miniature (detachable part), Diorama base card holder



✖ Wraith:

2 Ability cards, 8 Feat cards, 1 Legend card, 2 Ability tokens, Wraith miniature, 2 Dimensional Rift miniatures, Diorama base card holder

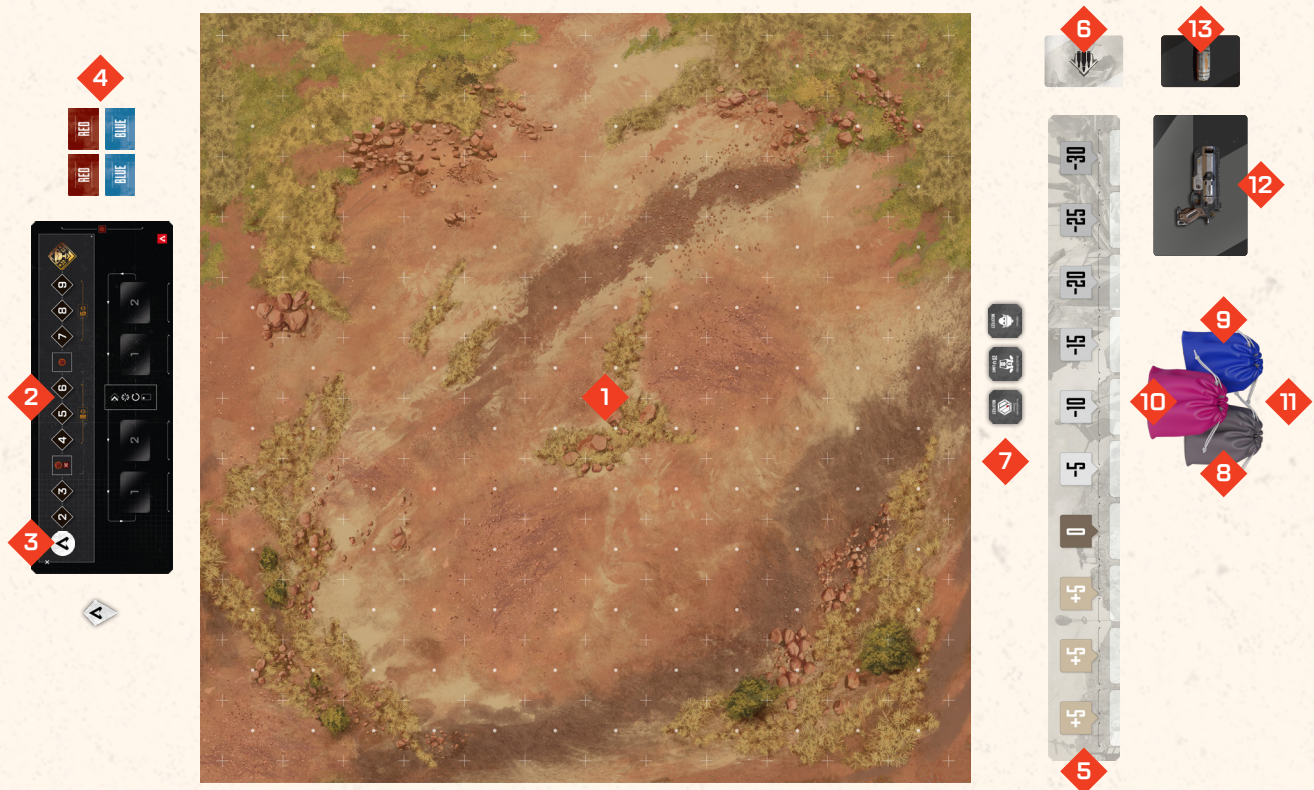


GET READY FOR ACTION

There are two books containing instructions and rules for playing Apex Legends: The Board Game. This book is the “Core Rules” and the other book is the “Match Settings”.

For your first experience at the Apex Games, put aside the Match Settings book: **all the information required to play your first match is contained in the Core Rules book.** The Core Rules book includes an introductory scenario with a predetermined game mode and objective, a standard map configuration, and the core rules. Furthermore, you will be assisted in setting up and

learning the game through the provided predefined options and recommendations (marked with **[1st game]**), and an accompanying game tutorial. **For your first game, please follow the setup instructions below.** When feeling confident enough to step up your game, feel free to refer to the **Match Settings book**, which contains different game modes along with their corresponding objectives, diverse map configurations for use with each mode, as well as new game components and additional rules. The available combinations provide countless hours of play, with no two matches feeling alike. To set up a Match, select a mode, Map, and any of the Special features from the Match Settings book. Then, replace the sections marked with **[*]** in the Core Rules book with the sections of your choice from the Match Settings book. Unmarked setup sections in the Core Rules book are used in every game mode.



MAP

- 1 Place the 4 Map tiles in the center of the playing area, forming a square-shape as depicted.

ROUND BOARD

- 2 Place the Round board next to the Map.
- 3 Place the Round marker on space 1 of the Round track.
- 4 Place the Squad tiles and the Initiative marker next to the Round board.

AIM BOARD

- 5 Place the Aim board next to the Map.
- 6 Shuffle all the Aim cards to form the Aim deck, and place it face down next to the Aim board.

LOOT AREA

- 7 Set the Starting Gear aside.
- 8 Place all Common Loot tokens (gray) in the Common Loot bag.
- 9 Place all Rare Loot tokens (blue) in the Rare Loot bag.
- 10 Place all Epic Loot tokens (purple) in the Epic Loot bag.
- 11 Shuffle each Loot bag and place them within easy reach.
- 12 Shuffle all the Basic Weapon cards to form the Weapon deck, and place it face down within easy reach.
- 13 Shuffle all the Supply Bin cards to form the Supply Bin deck, and place it face down next to the Weapon deck.

MODE[*]

Battle Royale

Objective: Unique Eliminations

The first squad to Eliminate each of their opposing Legends at least once, wins.

Squads: 2 x 2

Players divide into two squads of 2 players each: the Blue squad and the Red squad. Squads sit at opposite sides of the table, facing each other.

Additional Setup

Each squad takes the Squad tiles in their matching color, one for each player. Any remaining Squad tiles are returned to the box.

MAP[*]







Standard Map

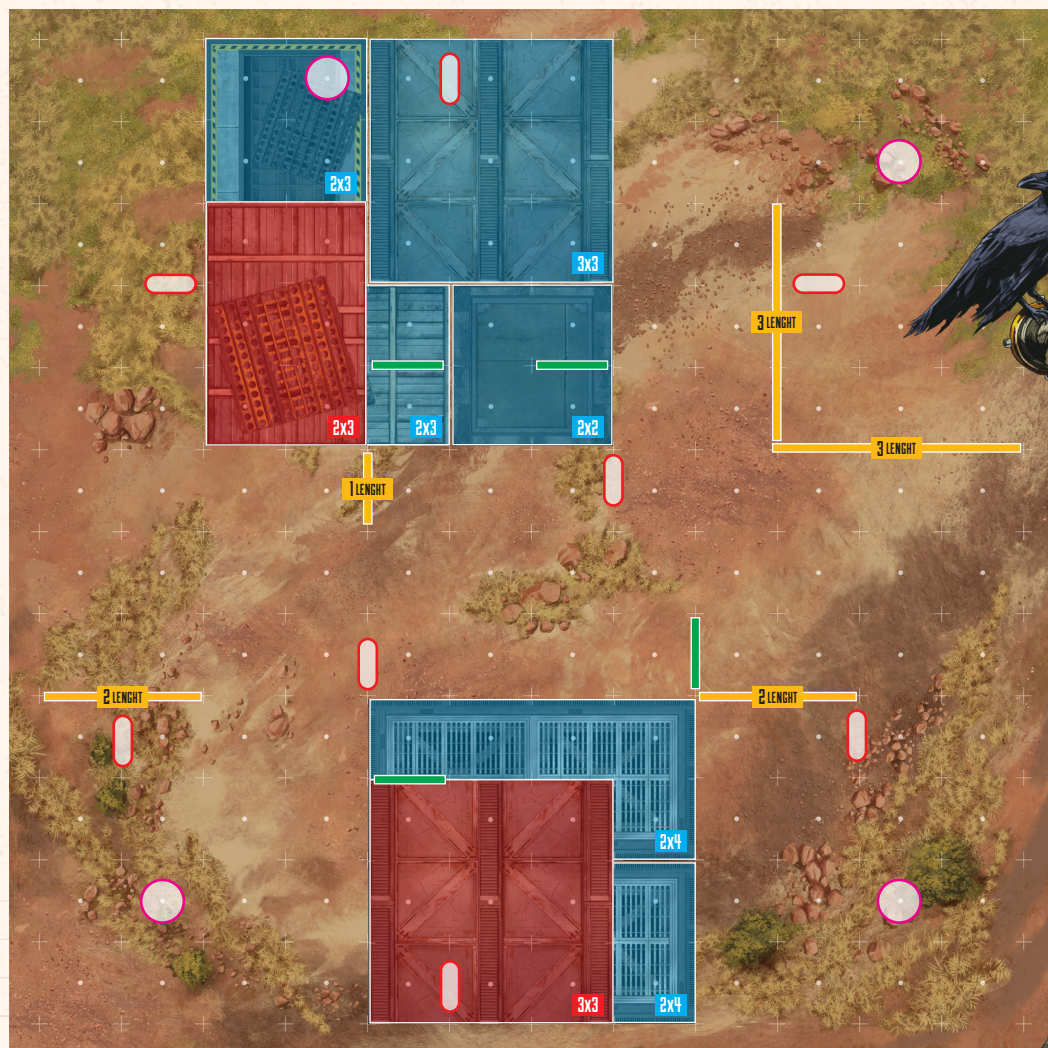
You will need the following:

- *1 Building 2x2
- *3 Buildings 2x3
- *2 Buildings 2x4
- *2 Buildings 3x3
- *1 short Wall (1-length)
- *2 medium Walls (2-length)
- *2 long Walls (3-length)
- *4 short Half-Walls (1-length)
- *8 Supply Bins
- *4 Respawn Beacons

Place the components on the Map, as shown in the images,

- Step 1:** Level 1 Buildings (directly onto the Map)
- Step 2:** Level 2 Buildings (on top of Level 1 Buildings)
- Step 3:** Walls and Half-Walls
- Step 4:** Supply Bins
- Step 5:** Respawn Beacons

- | | |
|---|---------------------|
|  | Buildings – level 1 |
|  | Buildings – level 2 |
|  | Half-walls |
|  | Walls |
|  | Supply bins |
|  | Respawn beacons |

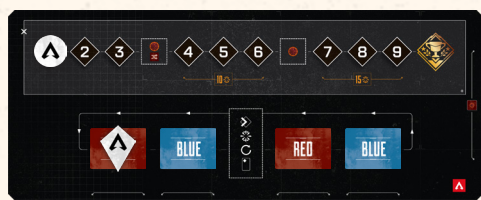


SPECIAL FEATURES [*]

The Ring

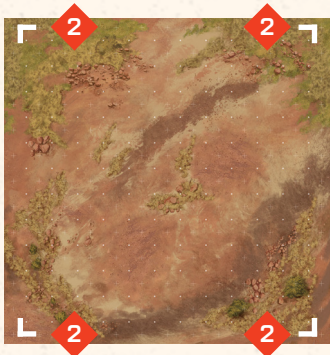
You will need the following:

- * 4 Ring border miniatures
- * 12 Ring Movement cards



Setup:

- 1 Shuffle all the Ring Movement cards to form the Ring deck, and place it face down in the designated space next to the Round board.
- 2 Place the 4 Ring borders in the 4 corners of the Map.



STAGE 1: LEGEND LOADOUT [*]

Choose one available setup for the selected mode.

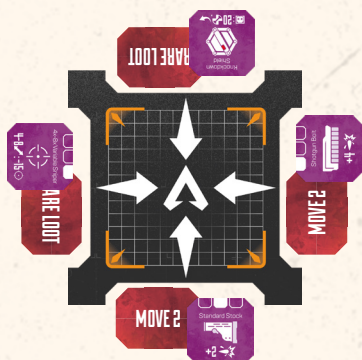
[1st game] No additional setup required.

STAGE 2: MAP DROP [*]

Choose one available setup for the selected mode.

[1st game]

- 1 Place the Final Zone Entrance board within reach of the players.
- 2 Take the 4 Reward tokens and place them randomly, one on each edge of the board, as indicated by the arrows.
- 3 Draw 4 Epic Loot tokens from the Epic Loot bag and place them randomly, one on each edge of the board.

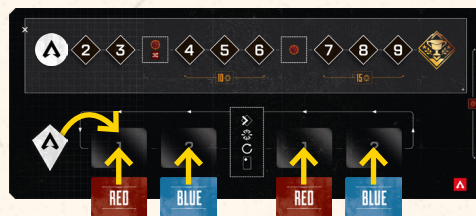


INITIATIVE AND LEGEND DRAFT

One squad has the initiative—they are the first to perform their actions. The other squad gets to be the first to draft a Legend. The initiative does not change throughout the game.

[1st Game]

- * The Red squad has the initiative. Place their Squad tiles on the spaces marked “1” on the Round board Initiative track. They play with Bangalore and Bloodhound.
- * The Blue squad has the 1st pick in the draft. Place their Squad tiles on the spaces marked “2” on the Round board Initiative track. They play with Gibraltar and Wraith.
- * Freely allocate the Legends to each player within each squad. Each player receives the draft card corresponding to their Legend, and places it in front of them, face up.
- * Place the Initiative marker on top of the leftmost Squad tile on the Round board.
- * Proceed to Legend setup.



Determine the privileges of each squad as follows:

1. Take the Legend Draft deck from the box and spread the cards face up on the table, so that they are visible to all players.
2. Take one Squad tile for each squad, shuffle them, and choose one at random. The squad of the matching color chooses between **initiative** and **first draft pick**.
3. The squad with initiative places their Squad tiles on the spaces marked “1” on the Round board Initiative track. The other squad places their tiles on the spaces marked “2”.
4. Place the Initiative marker on top of the leftmost Squad tile.
5. Starting with the squad having the **first pick** in the draft, and alternating between squads, each squad selects a player. The selected player takes a Legend Draft card of their choice and the matching Legend box.
6. Once all players have picked their Legend boxes, return unused Legend Draft cards and Legend boxes to the game box.

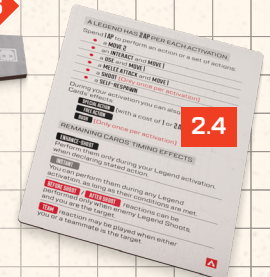
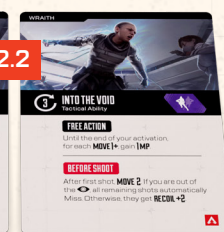
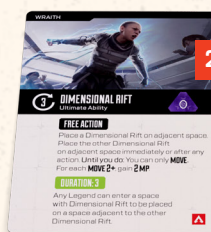
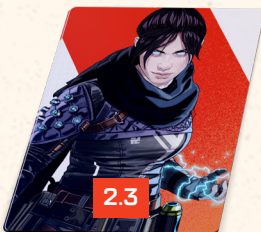
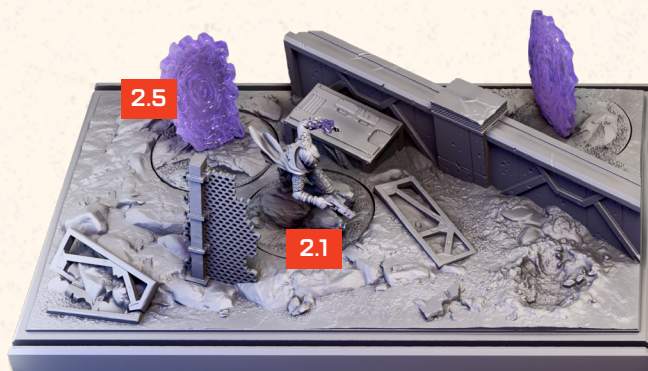
[Note] The Legends may be assigned at random. To do so, shuffle the Legend Draft deck and distribute a Legend card to each player. Players then take the Legend box matching their Legend Draft card.

LEGEND SETUP

Each player takes:

- 1 A Legend board, placing it in front of them.
- 2 The components of their chosen Legend. These are taken from the Legend box and placed next to their Legend board:
 - 2.1 The miniatures for the Legend and their powers.
 - 2.2 Ability cards, face up.
 - 2.3 Feat cards. The feat deck is shuffled and placed, face down, on the designed slot next to the Legend board.
 - 2.4 The double-faced Aid card.
 - 2.5 Markers and tokens (for abilities, cooldowns, etc.).

- 3 Three different Starting Gear tokens from the Loot Area (1 Helmet, 1 Body Shield, 1 Knockdown Shield). These are placed on the designated spaces on their Legend board.
- 4 Two Ammo cubes, placing one on each ammo track at value "0".
- 5 The Health and Shield points dial. Health is set to 40 points and the Shield to 20 points. The dial is placed near their Legend board.
- 6 A double-faced Victory point / Death box marker, which is placed next to their Legend board, with its Death box face up.
- 7 A Squad identifier in their squad color. Legend miniatures are attached to the Squad identifiers.



KEY CONCEPTS

In this chapter you will learn the basics about rules precedence, Map features, Line of Sight, the handling of Loot tokens, tracking the Health and Shield status of your Legend, and what happens when Legends are eliminated.

RULES PRECEDENCE

In case of conflicting rules, use the following precedence order:

1. **Cards** have precedence over Match Settings and Core Rules.
2. **Match Settings** have precedence over Core Rules.

THE MAP

This is the arena for a final match between the squads. It may contain Buildings, Walls, Rocks, Trees, and objects such as Supply Bins and Re-spawn Beacons. Your Legend is represented on the Map using its corresponding Legend miniature, and the same goes for your squad mates and opponents. During the game, certain map features may be altered through the addition or removal of game components.

The grid

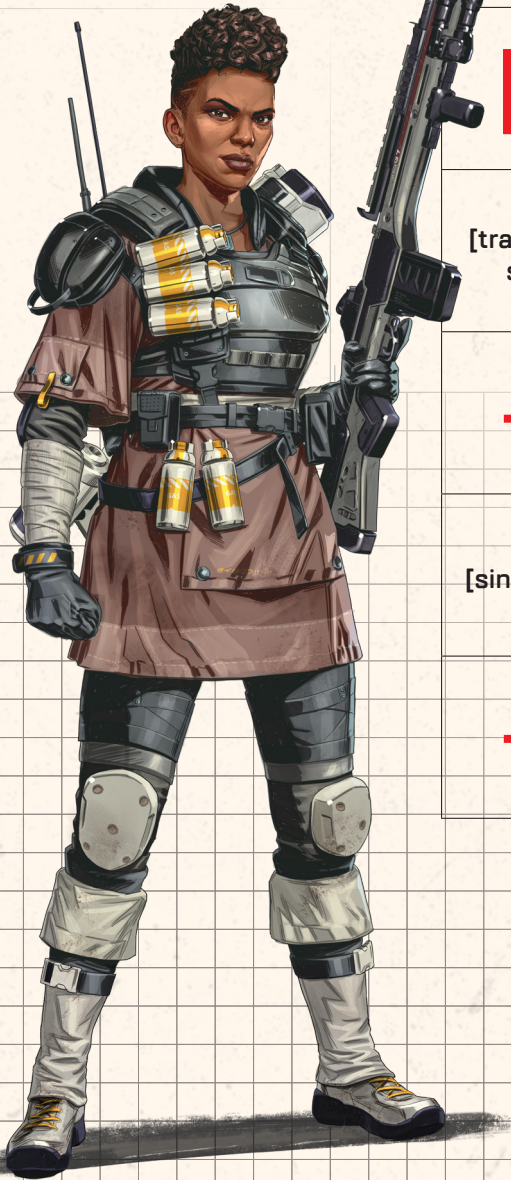
The grid superimposed onto the map is used as a reference for placing game components, determining movement, evaluating Line of Sight, and assessing range. The rules make reference to:

- * **Spaces**: each grid square
- * **Edges**: the borderlines of a space
- * **Intersections**: the corners of a space

The game components are placed on the map grid according to the format of their base. Game components may affect grid space usage, as indicated in the table below:



Base format	Example	Place- ment	Effect
	 Dimensional rift	Grid space	This grid space cannot be entered, unless stated otherwise on the rules or when the component is a Legend miniature.
	 Bombardment		The grid space can be entered.
[transparent stand]	 Ravens		
	 Smoke	Intersec- tion or grid space	Intersection: The grid space can be entered. Grid space: The grid space cannot be entered.
[single point]	 Pathfinder's Zipline		The grid space can be entered.
	 Wall	Edge	Counts as an obstacle to movement (depending on its height).



Levels

The vertical dimension of different map features is described in levels, from the ground (level 0) up.

The game components on the Map determine the height of different map areas, which in turn impacts movement and Line of Sight.

For the Core Game there are:

✱ **Buildings:** 1- or 2-level height

✱ **Walls:** 1-level height

Height is added for stacked components. For instance, a Wall on top of a level 1 Building is a level 2 obstacle.



Contiguity

The rules make use of keywords to describe the different relations between spaces located next to each other within the 3D setting of the Map. Consider the space marked "X" in the images:



Range 1: All spaces touching X (orthogonally and diagonally), regardless of their height.

The green squares are in range 1 from X.



Neighboring: All spaces in range 1 which are not 2 or more levels higher than X. The green squares are neighboring X. The red squares are 2 levels higher than X and thus are not neighboring spaces.

Adjacent: Spaces in range 1, on the same level as X, and with no obstacles in between.



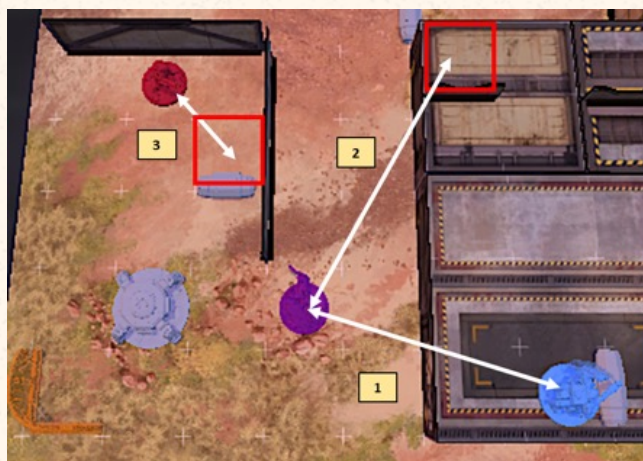
The green squares are adjacent to X. The red space to the left of X is not adjacent, as there is an obstacle between that space and X. The red spaces at the bottom are not adjacent to X as they are on a different level.



Spaces may also be adjacent to edges (leftmost image), or intersections (rightmost image).

Distance

The distance between two points is the smallest number of grid spaces between the start and the end point (end point space included). Do not consider any existing height difference. When measuring distances to (or from) edges or intersections, consider the closest grid space to which that edge or intersection belongs.



Example:

- 1 Gibraltar (blue) and Wraith (purple) are 3 grid spaces apart.
- 2 Wraith is 3 grid spaces apart from the corner on top of the level 1 Building (consider the closest square containing the building corner).
- 3 Bloodhound is 1 grid space apart from the Supply Bin (consider the square in red, containing the edge along which the Supply Bin is placed).





LINE OF SIGHT (LoS)

Some actions, such as shooting an opposing Legend, may only be performed for grid spaces you can see, meaning that there is no effective obstruction along the way between your Legend's grid space and the target. An effective obstruction **always blocks the LoS both ways: source and target cannot see each other**. The rules do not allow a situation in which the target can see the source without being seen, or vice-versa. The effectiveness of an obstruction depends on its position and height, in relation to the Legend and the target's grid space location.

General principles

Start by drawing an imaginary line, using a bird's-eye view, from the center of the space occupied by your Legend to the center of the space with their target. Identify any obstructions crossed by that line and assess their effects (when in doubt, use the LoS stick).

When assessing obstructions, first apply these general rules:

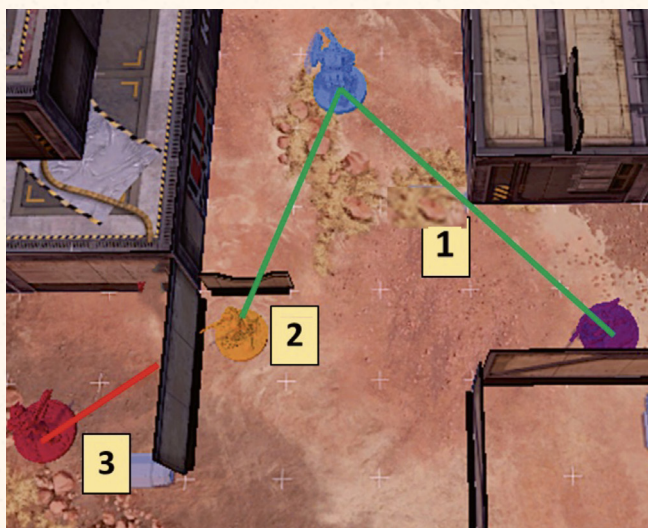
- ✱ **Connected obstructions:** Buildings and/or Walls connected by a single vertice are considered an obstruction, and their effect must be assessed.
- ✱ **45° Lines:** An obstacle touched by the LoS on its corner only is not considered an obstruction.
- ✱ **Half-cover:** Objects providing half-cover, such as Half-Walls and Supply Bins, do not obstruct the LoS. They may only affect the result of a Shoot action.

LoS between spaces on the same level

Any obstruction **at least 1 level higher than your Legend blocks the LoS**.

Example:

- 1 Gibraltar (blue) sees Wraith (purple), as the LoS only touches the corner of the building (45° Line).



- 2 Bangalore (orange) sees Gibraltar, as the Half-Wall does not block the LoS.
- 3 Bloodhound cannot see any level 0 grid spaces on the other side of the wall-building obstruction, as this is a level 1 obstruction, higher than Bloodhound.

LoS between spaces on different levels

- ✱ Any obstruction at least 1 level higher than your Legend AND the target space blocks the LoS.
- ✱ Any obstruction at least 1 level higher than one of those spaces (Legend or target), but not the other, creates a **blind spot**, where the LoS is obstructed (see below).

Blind spot

To determine the extension of the blind spot, start from the highest point of the LoS and:

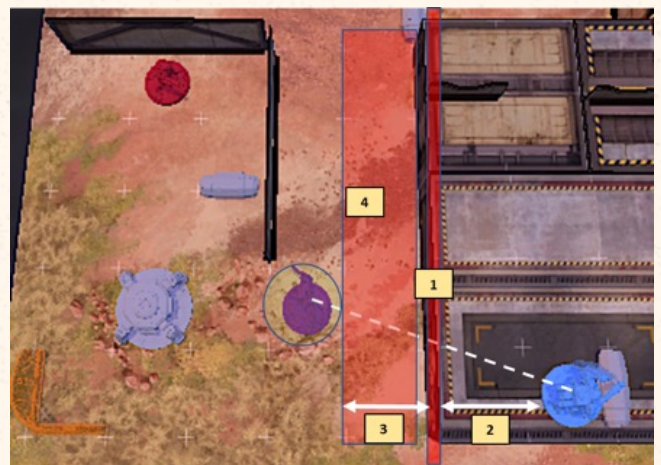
1. Identify the **farthest** same-level obstruction edge along the LoS.
2. Consider an imaginary line passing through that edge and extending across the Map, and determine the shortest distance to that line using the map grid.
3. Determine the blind spot beyond the obstruction:
 - a. For spaces one level below the highest point: the blind spot extends for that same distance.
 - b. For spaces two levels below the highest point: the blind spot extends for twice that distance.

Full cover

If the higher end of the LoS is on level 2, any obstruction of height 1 is considered to provide Full cover. The first space beyond a Full cover obstruction is in a blocked LoS.

Example 1:

Gibraltar (blue) wants to target Wraith (purple).

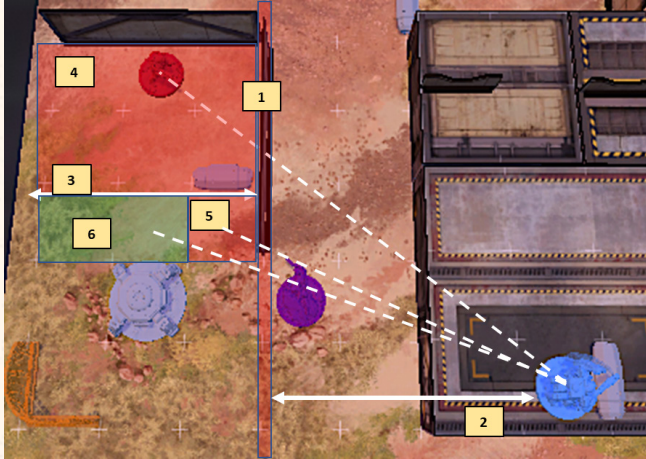


- 1 The level 1 building where Gibraltar stands is the only obstruction to the LoS. The imaginary line that passes along that building edge is shown in red.
- 2 The shortest distance from Gibraltar to that line is 1 grid space.

- 3 The height difference between Gibraltar and Wraith is 1 level. Therefore, the blind spot beyond the obstruction (the building edge) extends for the same distance, i.e. 1 grid space.
- 4 Gibraltar has an obstructed LoS to the area marked in red. Wraith is outside that area, so Gibraltar and Wraith see each other.

Example 2:

Bloodhound (red) wants to target Gibraltar (blue).

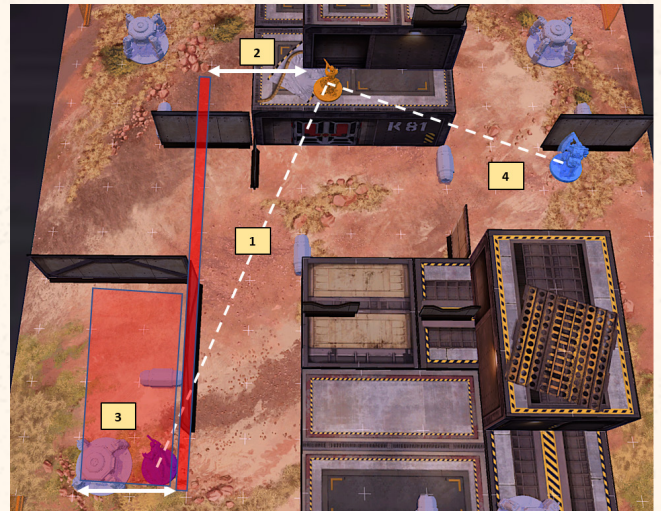


- 1 Starting from Gibraltar (the highest point), there are two level 1 obstructions along the LoS: the building where Gibraltar stands and the wall close to Bloodhound. The wall is the obstruction of interest, as it is the farthest away obstacle in the same level as Gibraltar. The imaginary line that passes along the wall is shown in red.
- 2 The shortest distance from Gibraltar to that line is 3 grid spaces.
- 3 The height difference between Gibraltar and Bloodhound is 1 level. The blind spot beyond the wall extends for the same distance, i.e., 3 grid spaces.
- 4 Gibraltar has an obstructed LoS to the area marked in red. Bloodhound and Gibraltar cannot see each other.
- 5 The LoS from Gibraltar to this red square is also obstructed by the wall, as the line crosses it.
- 6 Gibraltar can see the area marked in green, as the LoS to that area does not cross the wall and the building where Gibraltar stands only casts a 1-grid space blind spot.

Example 3:

Bangalore (orange), Wraith (purple), and Gibraltar (blue).

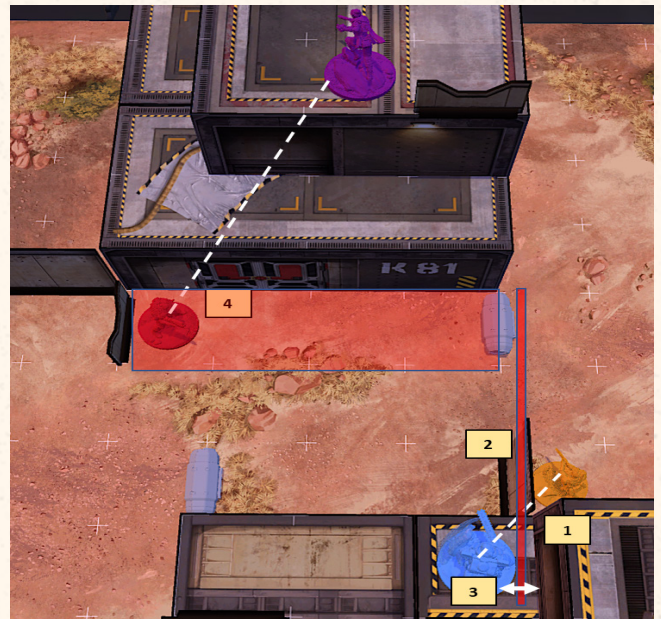
- 1 The LoS from Bangalore to Wraith crosses the wall close to Wraith.
- 2 The distance from Bangalore to the line extending the wall is 2 grid spaces.
- 3 The LoS to the area marked in red, where Wraith is, is therefore obstructed by the wall.



- 4 Bangalore is on the edge of the building and therefore the distance to the edge is 0. There are no other obstructions along the LoS to Gibraltar, and they can see each other.

Example 4:

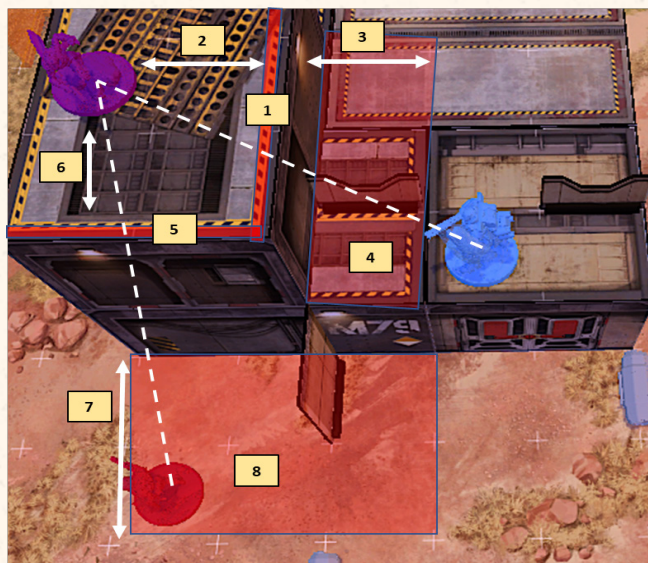
Gibraltar (blue), Bangalore (orange), Wraith (purple), and Bloodhound (red).



- 1 The building next to Gibraltar and Bangalore does not obstruct the LoS as it is only touched at the vertex (45° Line rule).
- 2 The wall is next to the building of the same height, forming a level 1 obstruction along the LoS.
- 3 The distance from Gibraltar to the red line is 0 grid spaces. Therefore, there is no blind spot beyond the wall. Gibraltar and Bangalore can see each other.
- 4 Wraith stands on level 2. Bloodhound is on ground level, behind a level 1 building. Therefore, the LoS is obstructed (Full cover rule). Wraith and Bangalore cannot see each other.

Example 5:

Wraith (purple) at level 2.

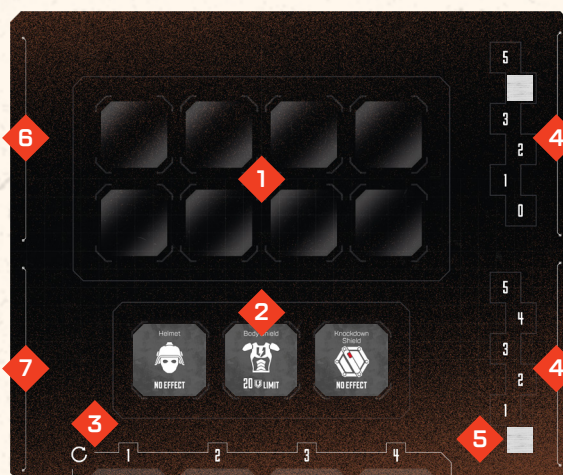


- 1 The level 2 building is the obstruction to consider between Wraith and Gibraltar (blue).
- 2 The distance to the edge of the building is 1 space.
- 3 The blind spot extends for 1 space beyond the edge at level 1.
- 4 Gibraltar is outside the blind spot and the LoS to Wraith is unobstructed.
- 5 The level 2 building is the obstruction to consider between Wraith and Bloodhound (red).
- 6 The distance to the edge of the building is 1 space.
- 7 The blind spot extends for twice that distance at level 0 (2 spaces), as the height difference is 2 levels.
- 8 Bloodhound is in the blind spot.

THE LEGEND BOARD

The Legend board helps you manage your Feat cards, Loot tokens, Gear, and Weapon cards, and to keep track of the cooldown for your Legend's abilities. Each area of the board is explained below.

- 1 Backpack
- 2 Gear
- 3 Cooldown track
- 4 Weapon card slots
- 5 Ammo tracks and Ammo markers
- 6 Feat deck slot
- 7 Feat cards discard pile slot



Backpack

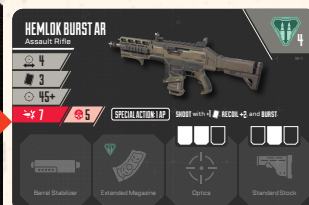
The Backpack comprises the 8 spaces on the upper part of your Legend board. This is where you place the following Loot tokens (representing the items carried by your Legend): **Attachments**, which may later be fitted onto your Weapons; **Grenades**, which you may throw at your enemies; **Consumables**, which you spend to obtain immediate benefits.



Each Backpack space may contain:

- ✖ One single Loot token, regardless of their type.
- ✖ A stack of two identical tokens with the stacking icon, as shown on the image to the right.

If you want to place a Loot token in your Backpack, and there are no spaces available, you may drop a Loot token from the Backpack to your grid space, or any adjacent grid space, and place the new Loot token on the freed up space.



Gear

The area below the Backpack offers 3 spaces for 3 different Gear tokens, identified by their symbol: a Helmet, a Body Shield, and a Knockdown Shield. You start the game fully equipped with a set of Common Loot tokens, as indicated in the Legend setup. You can only have one Gear of each type at any moment.

When you get a new Gear Loot token, choose one of the following options:

- ✖ If you **do not** want to replace the Gear of the same type on your Legend board, remove the new Gear token from the game.
- ✖ If you want to **replace** the Gear of the same type on your Legend board, remove the Gear token on your Legend board from the game, and place the new Gear token on that space.

Ability cooldown track

The bottom area of your Legend board contains 4 slots to track the cooldown of your abilities, which is the

number of rounds required from an ability to become available again after being used (see Ability cards).

Weapons slots

On the right side of the Legend board there are two slots for Weapon cards. You may never be equipped with more than 2 Weapons. If both slots are filled and you obtain extra Weapon cards, you must either discard existing card(s) to make room for the new Weapon(s) or discard those extra Weapon cards. Discarded Weapon cards are removed from the game.

Ammo tracks

Next to each Weapon card slot there is an Ammo track, each with its Ammo marker, used to track the amount of Ammo on your weapon.

Feat card slots

On the left side of the Legend board there are two slots for Feat cards: The top one for the Feat deck, and the bottom one for discarded Feat cards.

LOOT

Throughout the game, you will be collecting, making use of, and discarding Loot tokens. These serve to restore your health, increase your protection, improve your weapons, and more.

Loot rarity

Loot tokens come in 3 types, identified by their color:



- ✖ Common (grey)
- ✖ Rare (blue)
- ✖ Epic (purple)

Common Loot tokens are the least powerful, with Epic Loot tokens providing stronger benefits. For full information on each Loot token, refer to the Database.

Obtaining and discarding Loot tokens and Weapon cards

The rules for placing and discarding Loot tokens and Weapon cards are as follows:

Gear

Place it on the matching space of the Gear area on your Legend board.
You may replace existing Gear. **When discarded, remove it from the game.**

Weapon cards

Place them on the designated slots of your Legend board (2 max).
You may replace existing Weapons.

When discarded, remove them from the game, along with any Ammo on them (place the Ammo marker on the space marked “0” of the respective Ammo tracker). Attachments may be placed on another Weapon card or in the Backpack, or dropped onto the Map

Attachments

Place them on a Weapon card or in the Backpack.
When discarded from the Backpack, they are dropped onto the Map.

Ammo

Use the Ammo track marker to indicate the amount of Ammo in each Weapon.

Items

Items include Grenades and Consumables. Place them in the Backpack.
When discarded from the Backpack (not used), they are dropped onto the Map.

Dropping

Any Loot token dropped from the Backpack is placed on your grid space, or any adjacent grid space.. The number of Loot tokens on a Map space is not limited.



LIFE AND DEATH

Any damage sustained by your Legend will first impact their Shield. Once the Shield status reaches 0, any damage will directly impact the Legend's Health. Shield and Health status are tracked on a double dial, one for each trait:

- ✖ Gains and losses incurred are immediately adjusted on these dials, by increasing or decreasing the corresponding amounts respectively.
- ✖ Certain Loot tokens enable you to restore Shield or Health points. However, you may never exceed the maximum Health or Shield level, and any excess points are lost (see Shield and Health, below).
- ✖ Once the Shield value reaches 0, the Shield no longer provides protection.
- ✖ Once the Health value reaches 0, the Legend is eliminated.

Shield

- ✖ The starting Shield value is 20 points, representing the protection provided by the starting gear. This is the initial maximum Shield value.
- ✖ When you equip a new Body Shield, the value on the new Gear token becomes the new maximum Shield level. Immediately restore Shield points to that value.
- ✖ Whenever you take damage, deduct the corresponding amount of points on the Shield dial.
- ✖ Once your Shield points reach 0, any remaining or future damage directly reduces Health points.

[Note] *The damage from certain actions or effects bypasses the Shield, directly impacting Health points.*

Health

- ✖ The starting Health value is 40 points, which is always the maximum Health value.
- ✖ Whenever you take damage without being equipped with a Shield, or when your Shield status is 0, or when damage bypasses the Shield, deduct the corresponding amount of points on the Health dial.
- ✖ Whenever you take damage that would reduce your Health points to 0, your Knockdown is automatically activated. Flip the Knockdown Shield token and prevent the amount of damage indicated on the token.
- ✖ Once your Health points reach 0, your Legend is eliminated.

Elimination

Whenever your Legend is eliminated, immediately perform the following steps:

- ✖ Remove the Legend miniature from the Map, and place it next to your Legend board.
- ✖ Give your Death box marker to the enemy squad. They place it, Victory point face up, next to their Legend board.

Respawn

In the Apex Games, you may still get back to action after being eliminated, by performing a Respawn action. You cannot take any other action or use any card before respawning.

[Note] *The number of respawns may be limited (refer to the chosen game mode). If you cannot respawn your Legend, you are permanently eliminated from the game.*

GAME FLOW

Each game of Apex Legends is played in three consecutive stages:

Stage 1: Legend Loadout

Equip yourself and cooperate within your squad to optimize your joint capabilities.

Stage 2: Map Drop

All Legends enter the Final Zone, one at a time, seeking a positional starting advantage or the one-off benefit of additional loot.

Stage 3: Final Encounter

This is the core of the game. The squads face-off against each other, striving to be the first to achieve the Victory Conditions. The Final Zone is played in

up to 9 Rounds, with all Legends being activated in each Round, one at a time and alternating between squads.

Victory conditions are defined in the mode selected.

[1st game]

Objective—Unique Elimination.

The first squad to eliminate each of their opponents, at least once, wins. **The game ends** immediately when **one squad fulfills the Victory conditions** (the current round does not have to be completed), and that squad is the winner.

If neither squad has achieved victory by the end of Round 9, apply the following **tiebreakers** in the indicated order:

1. The squad with more Victory Points wins.
2. If there still is a tie, consider the Legends in each squad who still have their Death box markers (meaning that they did not get eliminated). The one with more Health points grants victory to their squad.
3. If the game is still tied, it ends in stalemate.

STAGE 1: LEGEND LOADOUT

Follow the rules in the Match Settings book, according to the mode selected.

[1st game] Use the Quick Loot rules below.

Quick Loot

Each player forms a Loot Pool by drawing:

- ✖ 5 Weapon cards from the Weapon deck.
- ✖ 6 random tokens from the Common Loot bag.
- ✖ 8 random tokens from the Rare Loot bag.

Then, all players simultaneously equip their Legends by placing Weapons and Loot tokens on their Legend board. At any time during this stage, you may freely exchange any number of your Weapon cards and Loot tokens with the Legends in your team. Follow the Obtaining and Discarding Weapons and Loot Tokens rules.

Leftover Weapon cards are placed on a Weapon discard pile, next to the Weapons deck.

Leftover Loot tokens are removed from the game.

Next, each player draws 3 Feat cards from their Feat deck into their hand.

STAGE 2: MAP DROP

All Legends enter the Final Zone, one at a time.

1. Starting with the squad with initiative, choose a Legend from that squad who is not on the Map.
2. The player controlling that Legend chooses any edge of the Map to enter (it may be one already used by another Legend, friend or foe) and places their Legend miniature outside the Map, adjacent to one of the Map grid spaces. The Legend is considered to be on Level 0.
3. Take any Epic Loot token attached to the corresponding edge on the Final Zone Entrance board.
4. Resolve any Reward token attached to the corresponding edge on the Final Zone Entrance board, and then remove it from the game. Reward tokens offer the following rewards:
 - ✖ **Move 2:** Perform a Move 2 action.
[Note] Refer to the Move section.
 - ✖ **Rare Loot:** Draw a Rare Loot token from the Rare Loot bag.
5. Perform a Move 2 action.
[Note] Refer to the Move section.
6. Repeat steps 2 to 5, alternating between squads, until all Legends are on the Map.
7. Return the Final Zone Entrance board to the box along with any remaining tokens.
8. Reveal the Ring Movement card.

Loot tokens are placed or removed according to the *Obtaining and discarding Loot tokens* (see p. 15).

When performing your first Move action (either in step 4 or 5), the first space you move into must be on the Map. Once in the Map can no longer exit from it.



Example:

- 1 The player controlling Gibraltar selects the right edge of the board to enter, and places their miniature adjacent to a grid space.
- 2 They take the Epic Loot token from the corresponding edge of the Entrance board. It is a Body Shield, which they use to replace their starting Body Shield.
- 3 They then take the Reward token (Move 2) and enter the Map performing a Move 2 Action.
- 4 Finally, they perform the Move 2 action which ends their entrance turn. The next Legend of the opposing squad now enters the board.

STAGE 3: FINAL ENCOUNTER

In Stage 3, squads vie to be the first to fulfill the victory conditions and win the game. To do so, the Legends of each squad will perform a variety of actions on the Map, some common to all Legends, and others unique to each one.

Rounds

Stage 3 is played in up to 9 Rounds. In each Round, each squad performs a turn, starting with the squad with initiative. After each squad has performed their turn, a transition phase takes place, preparing the game for the next round. The round structure is as follows:

✖ 1st squad's Turn

1. Resolve any effects below the Initiative marker
2. Perform a full **activation of all their Legends**, one at a time
3. Advance the Initiative marker on the Initiative track

✖ 2nd squad's Turn

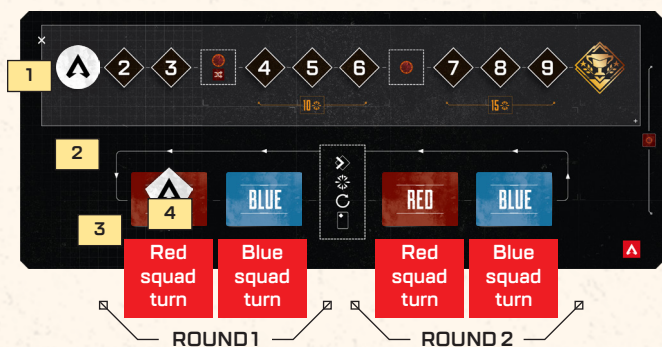
1. Resolve effects below the Initiative marker
2. Perform a full **activation of all their Legends**, one at a time
3. Advance the Initiative marker on the Initiative track

✖ Transition phase

Rounds and Turns are tracked on the Round Board:



- 1 Round track
- 2 Round marker
- 3 Initiative track
- 4 Initiative marker

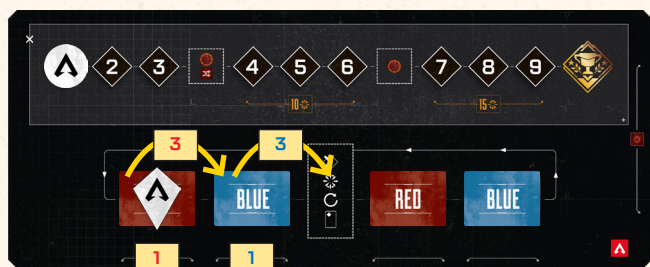


[Note] The Initiative track provides spaces for playing 2 rounds.

Turns

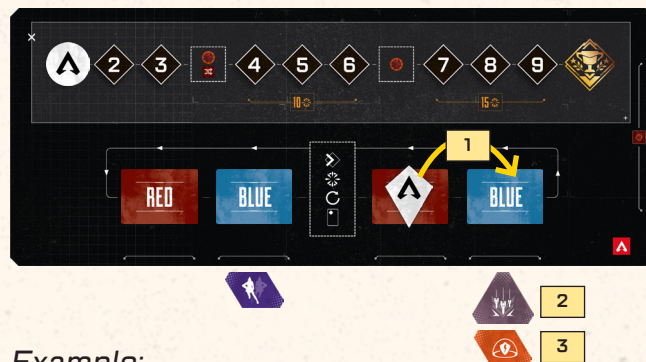
In their turn, a squad:

- 1 Resolves any effects from tokens placed below the Initiative marker on the Initiative track of the Round board;
- 2 Performs one full activation of each of their Legends, one at a time, in any order they choose, and
- 3 Advances the Initiative marker.



Resolve Initiative Marker Effects

Resolve the effects of any tokens placed below the current position of the Initiative marker, one at a time. Start with the topmost one and proceed downwards. These may include Ability tokens placed as a result of Ability actions performed by the Legends in previous rounds.



Example:

After the Red squad's turn, the Initiative tracker is advanced to the Blue tile space 1. There are two tokens in the spot below, and they are resolved from top to down: First, Bangalore's Rolling Thunder explodes, dealing damage 2; then, Gibraltar's Dome of Protection ceases its effect 3. Were the tokens in a reverse order and the Dome of Protection would have ceased before the explosion, therefore not provide any protection.

Legend Activation

The squad in turn activates each of their Legends one at a time, in the order they choose. A Legend must complete their activation before the other Legend activates..

When activated, a Legend spends up to 2 Action Points (AP) to perform actions. Some actions costs 1 AP, some cost 2 AP, but there are also Free Actions which do not cost any AP. Each action must be fully resolved before selecting a new one. If a Legend does not have the amount of AP required for an action, they cannot perform it (i.e., you cannot perform a 1 AP action, followed by a 2 AP action). Once a Legend has completed all their actions, their activation ends. Flip their draft card face down to keep track of activated Legends. This is followed by the activation of another Legend from that squad. Upon completion of all Legend activations of the squad, proceed to the Advance Initiative Marker section.

During their activation, an active Legend may perform one or more of the following actions:

[Note] When two or more actions are connected by "and" or "+", you may perform any, some, or all, in the order of your choice.

Standalone and paired basic actions, available to all Legends (Cost: 1 AP):

- ✖ Move 2
- ✖ Move 1 + Interact
- ✖ Shoot
- ✖ Move 1 + Use
- ✖ Move 1 + Melee Attack
- ✖ Move 1 + Destroy
- ✖ Respawn

You may perform each of the above twice during an activation (for a total cost of 2 AP), except for the Shoot action, which can only be performed once per activation.

Special actions and free actions

Ability cards, Feat cards, and certain Weapon cards contain special actions. The cards detail their cost and how to perform them, which might include basic actions, as well as additional effects. Whenever a special action includes a basic action, you only pay the cost of the special action.

- ✱ **Legend Abilities** (Cost: Free or 1 AP) are present in Ability cards. They are permanent (these cards are never discarded) and unique to each Legend. Their availability may be restricted by an ability cooldown period.
- ✱ **Legend Feats** (Cost: Free or 1 AP) are present in Feat cards. They are single-use and unique to each Legend. After performing the feat, the Feat card is placed on the feat discard pile, next to the Legend board.
- ✱ **Weapon cards** may contain special actions and effects (Cost: Free, 1 AP, or 2 AP), which can be performed when they are part of the Legend's equipment (placed on a weapon slot on their Legend board).

[Note] The Shoot action can only be performed once per activation, regardless of whether it is considered a Basic, Special, or Free action.

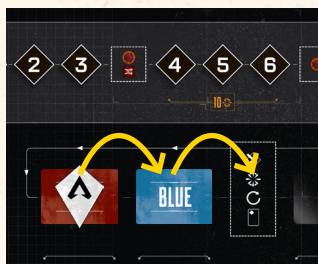
Rush

Once per activation, you may discard a Feat card from your hand, for free, to perform a Move 1 action.

Outside of their activation, a Legend may only use the Reactions and Instants featured in their cards (see Cards, p. 27).

If your Legend has been eliminated and is not on the Map:

- ✱ During their activation you must perform the Re-spawn action before any other actions.
- ✱ You cannot perform Actions, Reactions, or Instants during the activation of any other Legend.



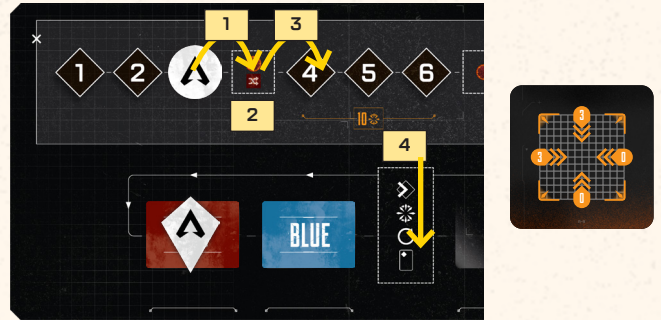
Advance Initiative marker

Upon activating all their Legends, the squad in turn advances the Initiative marker one space on the Initiative track of the Round board.

If it is the first squad, it advances the marker to the tile of the 2nd squad, who then performs their turn. If it is the 2nd squad, it advances the marker to the end of the round area. Then, proceed to the transition phase.

Transition phase

This is the last phase of the round, used to prepare the game for the next one. Follow these steps in the indicated order:



- 1 Move the Round marker 1 space to the right on the Round track.
- 2 If the Round marker is on a square space, resolve the effects of any icons on that space. Then, advance the marker to the next numbered space on the Round track. The icon effects are as follows:



Move the 4 Ring borders as shown on the revealed Ring Movement card. Do not rotate the card! See example below.



Shuffle the Ring Movement card into the Ring Movement deck, reveal the top Ring Movement card, and place it face up on top of the Ring deck. The card shows the next Ring movement pattern.

- The tokens used for specific Game Features / Modifiers are described in the rules for a chosen Game Feature.

- 3 If the Round marker moves onto a numbered space with tokens, resolve their effects.
- 4 Resolve all the end-of-round effects, from top to bottom:



Deal Health damage (bypassing the Shield) to each Legend outside the Ring limits. The amount of Damage points depends on the Round marker's position, as indicated below the Round track. Adjust Health points accordingly on the Health and Shield dial.



Move all the Ability tokens on the Cooldown track of each Legend board, one space to the left. If there are no more spaces for the Cooldown token to move, the cooldown is complete: place the token next to the corresponding Ability card.

Each Legend draws 1 Feat card from their Legend Feat deck, into their hand. There is no hand limit. If there are none left, you do not draw a card.

5. Flip the Legend Draft cards face up.

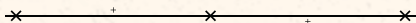
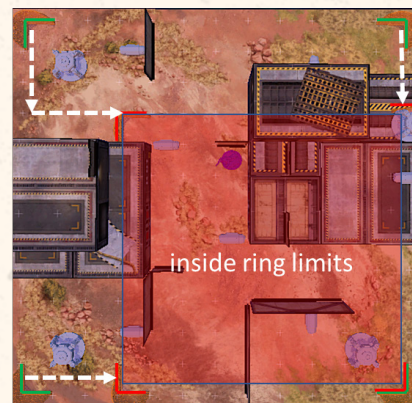
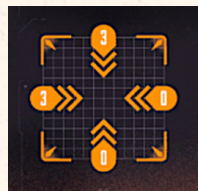


Do not perform the transition phase at the end of round 9. If none of the squads have achieved the victory conditions, apply tiebreakers to determine the winner (see *Game Flow*).

Example:

Ring border movement

The 2 top Ring borders are moved 3 spaces down.
The 2 left Ring borders are moved 3 spaces to the right.
The bottom right Ring border does not move.



ACTIONS

MOVE

Your ability to move across the map is based on Movement Points (MP), indicated by the number after the word "Move" (Move 2 means you have 2 MP available; Move 1 means you have 1 MP available). Certain special actions and free actions may enable you to perform, and eventually modify a basic Move action.

Movement Rules

You may spend all, some, or none of the available MP (you are not required to spend all the available points). MP not used during a Move action are immediately lost once the action is finished. You cannot save them for later use in the same or subsequent turns.

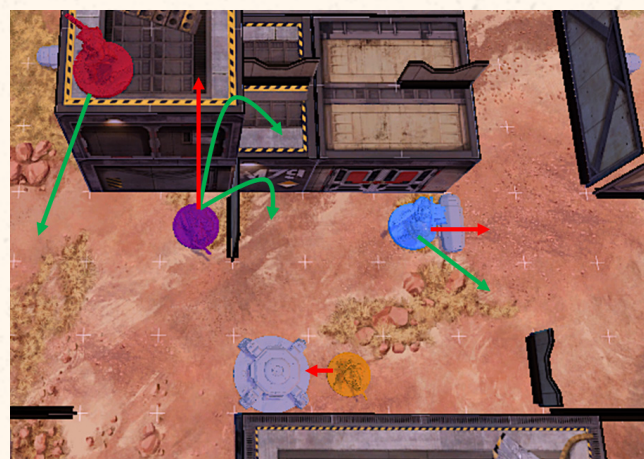
You move from one grid space to another, orthogonally or diagonally, on the same level or across levels. For each space moved into, you spend Movement Points. You may not enter a space if you do not have enough MP to do so. You spend:

- ✖ 1 MP per grid space
- ✖ +1 MP to move across a Wall, Half-Wall, or Supply Bin
- ✖ +1 MP to move one level up (you cannot move 2 levels up with a Move action)
- ✖ No additional MP to move down any number of levels.

Movement restrictions

The following movement restrictions apply:

- ✖ You may move across grid spaces with Legends on them, but cannot finish the movement on a space with a Legend (either friend or foe).
- ✖ You may not move onto spaces with any objects (such as a Respawn Beacon) placed on them, unless stated otherwise.
- ✖ Loot tokens placed on a grid space do not affect movement.



Example:

Bloodhound (red) is performing a **Move 1** action, jumping to ground level (move down rule).
Wraith (purple) is performing a **Move 2** action. She can move one space to the right, over the wall, spending 1+1 MP. She can also move onto the level 1 building, spending 1+1 MP. She cannot move onto the level 2 building, as you cannot move 2 levels up.
Gibraltar (blue) is performing a **Move 1** action. He cannot move across the Supply Bin, as that requires 1+1 MP. He can move to the adjacent bottom-right space, going around the Supply Bin.
Bangalore (orange) cannot move 1 space left, as there is a Respawn Beacon. She has to go around this obstacle.

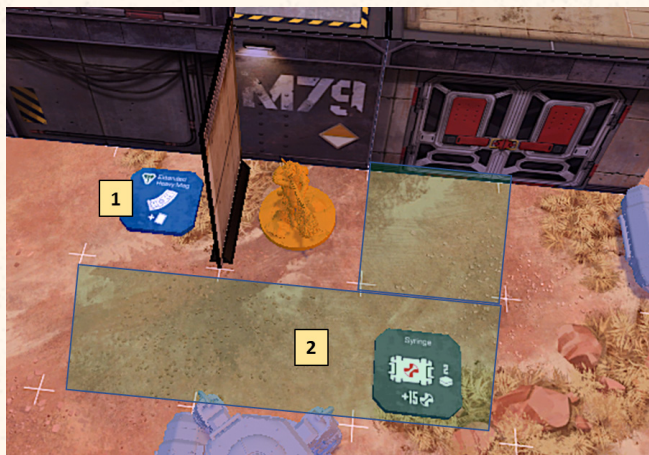
INTERACT

You may interact with your Backpack or with objects adjacent to your Legend. For each Interact action with objects, you may only interact with 1 single object. Remember to apply all the rules and limits for placing or discarding Backpack tokens and Weapon cards.

Backpack

Take up to 3 Loot tokens from and/or drop up to 3 Loot tokens (Gear excluded). You can **take or drop** Loot tokens from the same grid space as your Legend and/or grid spaces **adjacent** to your Legend.

Additionally, you may exchange any number of Attachments between your Backpack and your Weapon cards. You do not need free spaces in your Backpack or on your Weapons to make the exchange. Attachment and Backpack capacity rules apply.



Example:

- 1 Bangalore (orange) cannot take the Extended Magazine Loot token, as it is not in an adjacent space (there is a wall between Bangalore and the Loot token).
- 2 Bangalore can take the Syringe, and can drop up to 3 Loot tokens on the spaces marked in green.

Supply Bins (Closed)

You Interact with an **adjacent** Closed Supply Bin to Loot it. Reveal 1 Loot card from the Loot deck and receive the highlighted rewards:

- ✖ Loot tokens, **randomly** drawn from the corresponding bags.
- ✖ Either draw a Weapon card from the Weapon deck, or move the Ammo marker one position up on the Ammo track of any of your weapons.

After the interaction, open the Supply Bin and leave it on the same grid edge. It can no longer be looted. Place the Loot card into a discard pile, next to the Loot deck.



Example:

Gibraltar is adjacent to the Supply Bin. He spends 1 AP to perform an Interact action. He reveals the top card from the Supply Bin deck, and takes the highlighted Loot tokens, at random, from the corresponding bags: 1 Epic Loot token and 2 Rare Loot tokens. Backpack capacity limits apply, and he can choose to drop any Loot token in their Backpack to make room for new ones, or even to drop any of these.

Legend-specific objects

You may be able to place new types of Objects on the Map when using some of your abilities (depending on the Legend). Refer to the respective Legend Ability card for the rules applying to such objects.

Mode-, Map-, Feature-specific objects

Refer to the Match Settings guide for specific rules.

SHOOT

Shooting at opposing Legends is your primary way of causing damage to them. To devise an effective attack strategy, you must have a thorough knowledge of the characteristics of your Weapons. **You can Shoot only once per activation.**

Weapons

Your weaponry is displayed next to your Legend Board. You will have Basic or Unique **Weapons** at your disposal, each with their own characteristics, starting **Ammunition**, and the opportunity of having specific **Attachments** fitted to improve their effectiveness.

The following rules apply:

- ✖ You may never have more than 2 Weapons at any time.
- ✖ Whenever you exceed that limit by gaining new Weapons, choose which one(s) to keep. Matching attachments can be transferred from a former Weapon to a newly obtained one. Any non-used attachments are either placed in your Backpack or dropped on the Map.
- ✖ Discarded Weapons are removed from the game, along with any Ammo on those weapons.





Weapon Stats

Each different Weapon has unique characteristics, as represented on their Weapon card:

- 1 **Name and Weapon type.**
- 2 **Weapon ID.**
- 3 **Ammo.** Indicates the initial amount of Ammo in the Weapon and the type of Extended Magazine which fits it.
- 4 **Best Range.** The range interval within which the weapon is the most effective. Range is the number of grid spaces between you and your target (including the space with the target and ignoring any height differences). Firing outside the Best Range negatively affects the effectiveness of your shots.
- 5 **Fire Rate.** The number of cards you reveal on the Aim board during the Shoot action.
- 6 **Hit Threshold.** How hard it is to score a hit during an attack. The lower the number, the higher the chance to hit.
- 7 **Regular Damage.** The amount of damage dealt to the target with each scored hit.
- 8 **Headshot Damage.** The amount of additional damage dealt to the target with each scored headshot.
- 9 **Actions and effects.** Follow the instructions on the card when using them.
- 10 **Attachment fields.** Indicates which attachments may be equipped onto that weapon.

Ammunition

Your weapons come loaded. When you equip a Weapon, place the Ammo marker of the corresponding Ammo tracker on the position with the same number shown in the upper right corner of that Weapon. When discarding a Weapon you also discard all the Ammo on that Weapon card, moving the Ammo tracker back to 0.

Attachments

You may enhance your Weapon performance by fitting suitable **Attachments**. There are four types of Attachments, serving different purposes:

- ✖ **Barrel Stabilizers**, to increase Stability, and therefore making it easier to score a Hit.

- ✖ **Extended Magazines**, to increase the Fire Rate.
- ✖ **Optics**, to decrease the Hit Threshold on specific ranges, making it easier to score a Hit.
- ✖ **Stocks/Bolts**, to increase Regular Damage.



For an Attachment to be fitted onto a Weapon, it must match its **attachment space**. Some attachment spaces may have additional requirements regarding:

- ✖ **Ammo Type.** The same Ammo is used for both the Attachment and the attachment field.
- ✖ **Node System.** The node in the Attachment must match **one** white node on the attachment field.

If all the requirements are met, you can place the Attachment token in the attachment space. From now on, apply the Attachment effect when shooting with this Weapon.

Actions and effects

Some Weapon cards exhibit a Passive effect or Special Action.

A Passive effect is applied whenever such a Weapon is used.

A Special Action may be performed by a Legend during their activation, through spending the indicated AP as usual. Perform the Special Action according to the description on the card.

Shoot procedure

To shoot, follow these steps in the indicated order:

1. Choose a target in Line of Sight and a Weapon.
2. Play one Enhance - Shoot card [optional].
3. **Opponent Before Shoot reaction [optional].**
4. Determine the Hit Threshold.
5. Draw and reveal Aim cards.
6. Determine Hits and Headshots.
7. Apply Damage.
8. **Opponent After Shoot reaction [optional].**

Choose a target in Line of Sight and a Weapon

Draw a LoS between the center of the grid spaces for the shooter and the target. You may only shoot at opponents within an unblocked LoS (For Line of Sight rules see page 12.)

If you have more than one Weapon card in your Legend board slots, choose the one you wish to shoot with. Slide down the Ammo marker for the chosen Weapon card one space on its Ammo tracker (regard-

less of the weapon's Fire Rate]. You cannot shoot using a Weapon with no Ammo.

Play one Enhance-Shoot card [optional]

At this point, you may play an Enhance-Shoot card, immediately applying its effects.

Opponent Before Shoot reaction—optional

The targeted Legend can react by playing **one single card** (Ability or Feat) with the keyword "Before Shoot" (it may also contain the keyword "Team").

Each ally of the targeted Legend can only react using a **single card** with both "Before Shoot" and "Team" on it. The Legends can react to each Shoot action, provided they have the cards to do so. It is therefore possible for a single Legend to react to two or more Shoot actions.

Before proceeding with the Shoot action sequence, follow the instructions on the reaction card(s). In case of multiple reactions, the cards are resolved in the order chosen by the targeted squad. Any played Feat reaction cards are placed on the discard pile.

Note that some effects may not happen immediately.

Refer to the *Cards* chapter for more details.

Determine the Hit Threshold

To determine the Hit Threshold for the attack, start from the Hit Threshold indicated on your Weapon card and modify it by using all the applicable modifiers (modifier effects are cumulative):

- 1. Range modifier.** Count the shortest number of spaces to the target (including the one with the target). For each grid space outside of the weapon's best range (either above or below it), increase the Hit Threshold by 10.
- 2. Optics modifier.** Optics are available as Attachments. If your weapon is equipped with an Optics Attachment, and if the target is within the optic's range indicated on the attachment, decrease the Hit Threshold by the optics value.
- 3. Other modifiers.** Check for any other applicable effects associated with specific game components.

The resulting modified Hit Threshold is used to determine Hits.

Example:



You are shooting with the C.A.R. SMG at a target in range 2. This is one space less than the weapon's best range, thus increasing the Hit Threshold +10.

The target is in the optics range (1-2), so the optics modifier applies (-5).

The modified Hit Threshold is $50 + 10 - 5 = 55$. You need a result of 55 or higher to score a hit.

Draw and reveal Aim cards

First, reveal a number of Aim cards as indicated by the Fire Rate details of your Weapon.

Consider any additional effect, such as that of Before Shoot reaction cards.

Fire Rate. The number of cards you reveal on the Aim board for the Shoot action. It may consist of a pair of numbers (e.g.: "1x3"), or a single number (e.g.: "2"). A single number is an abbreviated form and is always considered to include "x1" (e.g.: "2" is the same as "2x1").

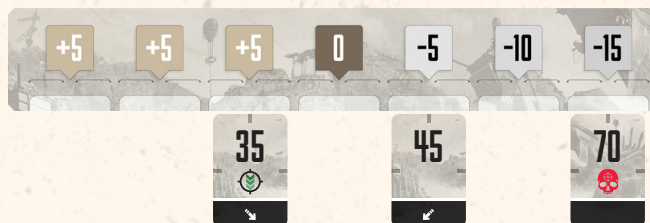
- ✖ The **1st number** represents the number of **slots** on the Aim board used for placing cards
- ✖ The **2nd number** represents the number of **cards placed in each slot**

Aim cards are placed face up in the Aim board slots, as follows:

1. Determine the **starting slot** of the Aim board for placing Aim cards. The default starting slot has the value 0. For each Stability point present on your Weapon card (Attachments included), move the starting position 1 slot to the left, up to a maximum of 3 slots. Stability points in excess of 3 have no effect.
2. Draw and place the **number** of cards indicated by the Fire Rate face up in the starting slot.
3. Repeat the previous step, up to the number of slots indicated by the Fire Rate. Each time, place the Aim card(s) one slot to the right of the previous one(s).

[Note] Check your Weapon card for any Recoil effects; these may shift the next slot to be used further to the right.





Example: You are shooting with the Longbow at a target in range 6, and at a lower level. The final Hit Threshold is 50+, as no modifiers affect the base value. You will use 3 Aim board slots: the usual 2 from the Weapon card, +1 from the Extended Sniper magazine. You will place 1 card in each slot, as indicated by the Fire Rate, therefore revealing a total of 3 Aim cards. As there is a stabilizer attached to the Weapon, the first card will be placed on the 1st slot to the left of the 0 value. The second card will be placed two slots to the right (and not one), as the Longbow has a Recoil 1 effect after each shot (passive effect). The same goes for the third card.



Determine Hits and Headshots

Now, determine the number of scored Hits and Headshots by checking the outcome of each revealed Aim card, one at a time (even when there are multiple cards per slot), starting by

the leftmost slot, and proceeding to the right. To easily keep track of total Hits, **move down the Aim cards which score hits**.

First, determine the number of regular Hits, as follows:

1. Check the effect of any icons on the Aim card awarding an Automatic Hit or Miss (regardless of card value):



If the target is on a lower level than you, this is an Automatic Hit.



If the target is on a higher level than you, this is an Automatic Miss.



If the target is behind half-cover, this is an Automatic Miss.

Supply Bins and Half-Walls provide half-cover if the LoS crosses them, **and** the target is adjacent to them.

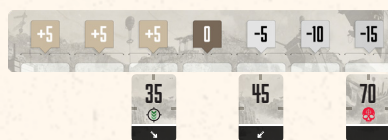
2. If there is no automatic outcome, add the value of the Aim card to the Stability modifier on the Aim board above that slot. If the result is greater than or equal to the modified Hit Threshold, you score a Hit.

3. If there are at least 2 Semi-Hit icons in all the revealed Aim cards, you score an additional hit. You never score more than one additional hit. Headshots icons are not considered at this point.

To determine the number of Headshots scored, consider each of the cards which scored hits **and** display a headshot icon. Assess the protection provided by your helmet:

- ✖ If your Helmet token displays an Aim card value, the helmet provides protection against Aim cards up to that value (consider only the value on the Aim card, with no modifiers). Those cards do not score headshots.
- ✖ Protection is limited to the number of cards indicated on the Helmet token. Any additional cards with an aim value greater than the helmet protection do score a headshot.

You now have determined the number of effectively scored Hits and Headshots.



Check each card separately for the Hit values and the symbols granting an Automatic Hit or Miss. The first card is an Automatic Hit, as you are firing at a lower level (otherwise it would be a miss, $35+5=40$). The second totals

$45-5=40$, missing. The third totals $70-15=55$, above the Hit Threshold, thus scoring a Hit. In addition, it scores a Headshot. Therefore, you score 2 Hits and a Headshot.

If your target is equipped with an Epic Helmet, it would allow them to ignore up to 2 Headshots from Aim cards of value not higher than 60. The Headshot icon was featured in an Aim card of value 70, and therefore the helmet does not avoid the headshot (Note that only the Aim card value is considered to evaluate helmet protection). Therefore you still score 2 Hits and a Headshot. If the value of the Aim card was not higher than 60, the helmet protection would prevent the headshot. In that case you would only score 2 Hits.

Apply Damage

Determine the total damage inflicted to the target by adding:

- ✖ Per each Hit scored: the Regular Damage points indicated on the Weapon card.



- ✖ Per each Headshot scored: the additional Headshot Damage points indicated on the Weapon card.

Consider any additional effect, such as that of Before Shoot reaction cards.

Remember to add damage from equipped Stock/Bolt attachments.

Damage instructions may have <Tags> which provide additional information related to damage protection and damage enforcement:

- ✖ <Ordnance> damage is prevented by the Dome of Protection Zone.
- ✖ <True> indicates that inflicted damage bypasses the Legend's Shield, directly impacting Health.

Apply damage to the Legend by subtracting the damage value on the Shield and/or Health Dials (see Life and Death, p. 16).

Consider the example above, where you scored 2 Hits and a Headshot. The damage inflicted by the Longbow is 10+10 regular damage for the 2 Hits, and an additional 12 headshot damage for the Headshot. The total damage is therefore 10+10+12=32.

The target Legend's Health is at 30 points and their Shield is at 15. First, apply damage to the Shield, reducing it from 15 to 0. The remaining 17 damage points are deducted from the Legend's Health, which becomes 30-17=13 points.

Opponent After Shoot reaction [optional]

If the targeted Legend was not eliminated, they can react by playing **a single card** (Ability or Feat) with the keyword "After Shoot" (it may also contain the keyword "Team").

Each non-targeted opposing Legend can only react with **a single card** with both "After Shoot" and "Team." The Legends can react to each Shoot action, provided they have the cards to do so. It is therefore possible for a single Legend to react to two or more Shoot actions.

Resolve the reaction card(s) before proceeding. In case of multiple reactions, the cards are resolved in the order chosen by the opposing squad. Any played Feat reaction cards are placed in the discard pile.

Refer to the *Cards* chapter for more details (p. 27).

USE

This action enables you to benefit from the items in your Backpack. You can:

- ✖ Use a grenade
- ✖ Use a consumable

[Note] Whenever a card instructs you to "Use an Item," you may use either a grenade or a consumable.

Use a Grenade

To use a grenade from your Backpack you need to: define the intended landing space, determine the actual landing space (as throwing may not be precise), and deal damage depending on the grenade's characteristics.

Determine the grenade landing space

To determine the grenade landing space, follow the following steps in order:

1. Take a Grenade token from your Backpack, flip it and place it on a grid space on the Map, within the range indicated on the token and in a direction of your choice (this is the intended landing space). No LoS is required, the chosen grid space may be on a different level, and it may be occupied by another Legend or any other game component.
2. Draw the number of Aim cards indicated on the Grenade token, one by one, placing them in the drawing order, face up, below the Aim board.
3. Starting from the first Aim card, move the Grenade token one grid space on the Map in the direction indicated by any arrow present on that card (do not rotate the cards). If there is no arrow, do not move the Grenade token. Resolve all the drawn Aim cards in order to determine the grenade landing space.

[Note] Values and icons on the Aim cards do not play any role when using a grenade.

The Grenade token movement is not restricted by buildings, walls, or any other game components (this is not the Grenade actually moving, as you are just assessing the accuracy of your aiming). If the Grenade token is moved out of the Map, consider an imaginary extension of the Map.

Area of Effect

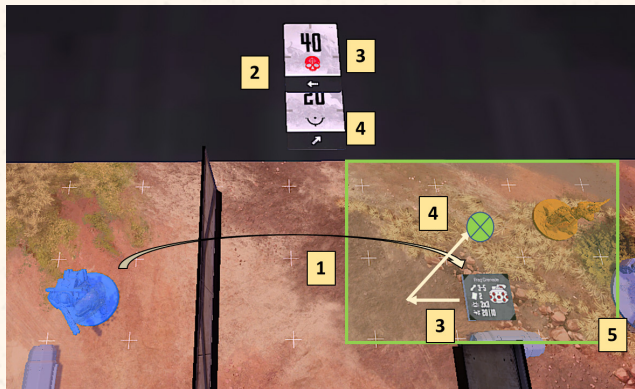
Grenades and certain effects have an Area of Effect (AoE), graphically represented on the corresponding token or card. This means that their effect is applied to all the grid spaces of their AoE. Obstacles 1 or more level higher than the AoE may affect the outcome: they prevent damage unless the AoE damage has an <Exterior> tag.



Example: Rolling Thunder has an AoE of 4x5 grid spaces (the red diamond indicates the Rolling Thunder miniature position). Its AoE is marked in red on the Map.

Dealing damage

When the Grenade explodes, it deals <Ordnance> damage to all Legends (friend or foe) in the Area of Effect of the Grenade and on the **same level**. Then, remove its token from the game. Obstacles of level 1 or more prevent the damage of a Grenade.



Example:

The LoS between Gibraltar (blue) and Bangalore (orange) is obstructed by the wall. Not being able to shoot, Gibraltar opts for throwing a Frag Grenade at range 5 (the maximum for this Grenade), aiming to make it land adjacent to Bangalore **1**. The Frag Grenade requires 2 Aim cards to be drawn **2**. The Grenade token is moved accordingly to the arrows at the bottom of the cards **3**–**4** in order. The Grenade then explodes. Bangalore is in the AoE and within 1 grid space of the Grenade **5**, sustaining 10 Damage points.



Use a Consumable

Take a Consumable from your Backpack, immediately resolve its effect and remove it from the game.

Consumables may allow you to restore your Health, your Shield, or have other effects, as described on the Loot token.

For Consumables impacting Health or Shield points, restore the indicated amount of points up to their maximum levels.

Remember: When restoring Health and/or Shield, you may never exceed the maximum Health value (40 points) and the maximum Shield value (depending on the Body Shield equipped). Any excess points are lost.



Health



Shield

MELEE ATTACK

This is your hand-to-hand attack option, enabling you to cause damage and push back an enemy. Your Legend may only target one single opponent located in an **adjacent** grid space. The opponent may be pushed

onto a lower level, but not onto a higher one. If the landing grid space on a lower level is occupied, the player controlling the pushed-back Legend chooses any adjacent space to place their Legend on.

Shuffle the Aim deck, reveal 1 card and resolve its effect:

- ✖ If the card value is 40+, deal 4 damage points (see *Apply Damage*) and push the opponent one grid space away from you in a straight line.
- ✖ If your opponent cannot be pushed because of a **Collision**, they get 4 additional points of damage.

Collision: The Legend cannot be pushed due to an edge obstacle (Higher level, Wall, or Half-Wall), an occupied space (another Legend, Respawn Beacon, etc.), or because it would end outside the Map. Landing on an occupied space on a lower level does not trigger a collision.

Example:



Bangalore (orange) spends 1 AP to perform a Melee Attack on Gibraltar (blue), who is in an adjacent space. They reveal the Aim card: 60. Gibraltar suffers 4 damage points (card value 40+), and is forced back 1 space in a straight line. Gibraltar falls to level 0.

Example:



Bloodhound (red) spends 1 AP to perform a Melee Attack on Gibraltar (blue), who is in an adjacent space. They reveal the Aim card: 75. Gibraltar suffers 4 damage points (card value 40+). He cannot be pushed back as he is standing on the edge of the Map, and the push direction would place him outside the Map. He suffers an additional 4 damage points.

DESTROY

You may destroy objects with the keyword Destructible in their characteristics, using a loaded Weapon. To do so:

1. Choose a Destructible object in your Weapon's **best range**.
2. Resolve the effect of the object, if applicable.
3. Remove the object from the Map (as this is not a Shoot action, no Aim cards are used. The object is always destroyed).

[1st game] There are no Destructible objects.

RESPAWN

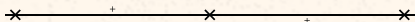
Once your Legend is eliminated, you may bring them back to action. If you still have any AP left, you can

immediately perform a Respawn action (you cannot perform any other action). Otherwise, in your next activation, you must first perform the Respawn action.

The following rules apply:

- ✖ Place your Legend miniature on the Map, on a free grid space **adjacent** to the Respawn Beacon closest to an allied Legend. If there is more than one Respawn Beacon at the same distance, choose one of those to use. If there is no allied Legend on the Map, choose any Respawn Beacon to use.
- ✖ Reset Health points to 40 and Shield points equal to your maximum Body Shield level.
- ✖ Upon respawning, you may spend any remaining AP in the usual way.

[Note] The number of respawns may be limited; refer to the chosen game mode.



CARDS

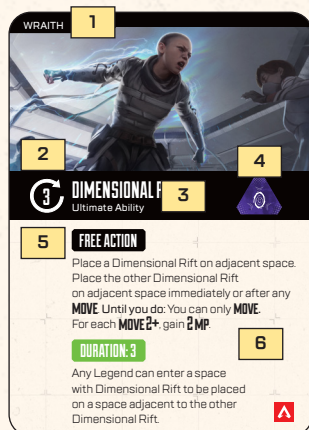
Besides Basic actions, each Legend on the Map (and only if they are on the Map) may perform abilities or feats unique to them, as described in their Ability cards and Feat cards, respectively.

Most of the abilities or feats are performed during the activation of the Legend. Some are marked as Instants, and may only be used under specific conditions, or Reactions, which may only be performed during the activation of opponent Legends.

ABILITY CARDS

Each Legend has 2 unique Legend ability cards: 1 Tactical and 1 Ultimate. Abilities may include additional markers and miniatures. These have been already allocated to the players during setup, as a result of the Legend draft.

Ability cards contain the following information:



- 1 The Legend's name
- 2 Ability cooldown time (in rounds)
- 3 Name and type (Tactical or Ultimate)
- 4 Ability token image
- 5 Type and/or Cost (AP)
- 6 Ability description

Performing abilities

To perform an Ability you must have at least one of its Ability tokens available (Ability tokens on the Round board or on the Cooldown track of your Legend board are not available). If there are none, you can only use it again after at least one Ability token comes back from the Cooldown track.

Placement on the Map

For abilities using markers and miniatures, follow the placement instructions on the card after the word "Place." These include the following information:

Range, in number of grid spaces

Map placement (grid space / intersection)

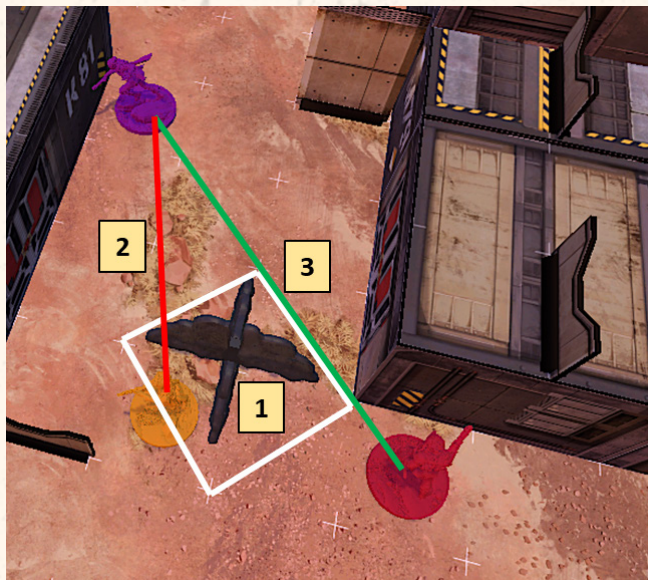
The placement location must be visible (unobstructed LoS)

Zones

Certain abilities, such as Smoke Launcher and Dome of Protection, create a **Zone** on the Map around their corresponding miniatures—at the level of the miniature (the zone does not extend to different levels)—which alter the rules in the area of concern. The modifications are detailed on the card.

The Zone has a diamond shape, with its edges connecting all four vertices of the ability miniature. All Legends that are on spaces crossed by a zone edge are inside the Zone.

The effects of the ability apply whenever the LoS crosses one of the edges of the zone. If the LoS goes only along one of these edges, without crossing it, the effects of the ability do not apply.



Example:

- 1 A Smoke miniature has been placed by using the Smoke Launcher ability. This creates a diamond-shaped Zone around the miniature.
- 2 The LoS between Wraith (purple) and Bangalore (orange) crosses the edge of a Zone, and therefore the Smoke effect applies. Any Shoot action from Wraith or Bangalore will have a +10 Hit Threshold penalty.
- 3 The LoS between Wraith and Bloodhound (red) does not cross the edge (only follows along the edge). Therefore no penalty applies.

Special Actions, Free Actions, and Enhance Shoot Actions

May only be played during your Legend activation.

SPECIAL ACTION: 1 AP Spend the action cost indicated on the card (1 or 2 AP) and resolve the card's effects.

FREE ACTION Does not require AP. Resolve the card's effects.

ENHANCE-SHOOT Cards with 'Enhance' may only be played in addition to the effect specified after that keyword. You can only play one single 'Enhance card' to boost an action.

Reactions

Some cards, marked in **RED**, allow you to **react to an opponent's Shoot action**. A reaction is always optional.

Each Legend can **only** use **one** Before Shoot and **one** After Shoot reaction in response to each Shoot action (therefore, if you use a Before Shoot reaction from an Ability card, you cannot also use a Before Shoot reaction from a Feat card). Cards with reaction effects may contain, isolated or in combination, the keywords "Team," "Before Shoot," and "After Shoot," with the following effects:

TEAM The reaction is used when either you or an allied Legend are targeted. If "Team" is not present on the card, you may only perform that Feat when you are the target.

BEFORE SHOOT The reaction is triggered before determining the Hit Threshold of the attack.

AFTER SHOOT The reaction is triggered after applying the attack's damage.

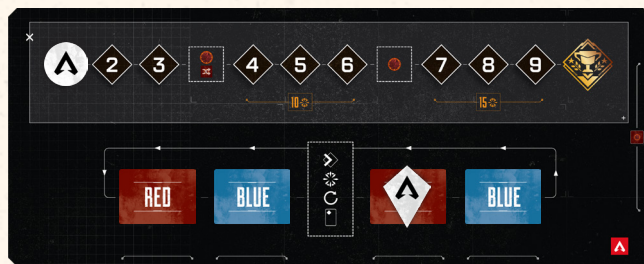
Time properties

Ability effects may start at different points of the game, and have different durations. This is specified by the keywords on the card. A card with no relevant keyword is resolved immediately, and the corresponding Ability token is immediately placed on the cooldown track.

DELAY: 2 Delay "X." Deters the start of the effect by X turns.

Place the ability token below the Initiative tracker, "X" turns ahead of the Initiative marker, and below any token(s) already placed in that very same position. Whenever the Initiative marker is in the space above the Ability token—in the "Resolve Initiative Marker Effects" phase of a turn—that ability is triggered. Apply the instructions on the Ability card.

Example:



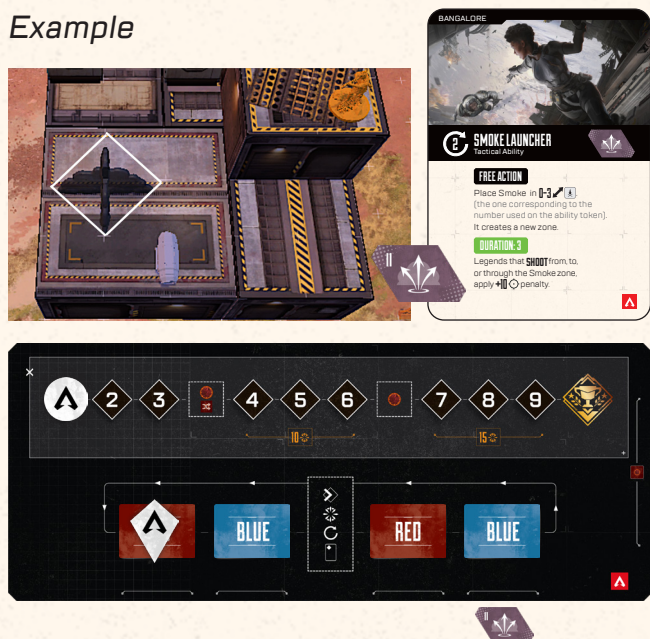
Gibraltar (blue) decides to use their Defensive Bombardment ability. They place the corresponding miniature in a space within the indicated range (0-4). This ability has a Delay of 2. Therefore, the Ability token is placed in the slot below the Initiative track, 2 turns ahead of the Initiative marker. When the Initiative marker is on the space above the Ability token, in the Resolve Initiative marker effects phase, the Defensive Bombardment is triggered, dealing damage to all Legends within its AoE. Then,

the Bombardment miniature on the Map is returned to Gibraltar, and the Ability token is placed on the Cooldown track.

DURATION: 3 Duration "X." The effect is active for X turns.

Place the ability token below the Initiative tracker, "X" turns ahead of the Initiative marker, and below any token(s) already placed in that very same position. The Ability remains active during that many turns. When the Initiative marker is on the space above the Ability token—on the "Resolve Initiative marker" phase of a turn—the ability's effect ceases. Place the Ability token on the indicated space of the Cooldown track.

Example



Bangalore decides to use their Smoke Launcher ability. They place the corresponding miniature on an intersection within the indicated range (0-3). This creates a Zone. This is an ability with Duration 3. Therefore, the Ability token is placed in a slot below the Initiative track, 3 turns ahead of the Initiative marker. When the Initiative marker is on the space above the Ability token—in the Resolve Initiative marker effects phase—the smoke effect ceases, the Smoke miniature on the Map is returned to Bangalore, and the Ability token is placed on the Cooldown track.

✱ **Duration special.** Specifies a conditional duration of the effect. It works in a similar way to Duration "X" but with no fixed duration. Instead, it specifies the condition determining the end of the ability effect.

✱ **Persistent.** The effect persists until the ability is used again. The miniatures or markers placed on the Map when you use the ability remain there and are active until the ability is triggered again.

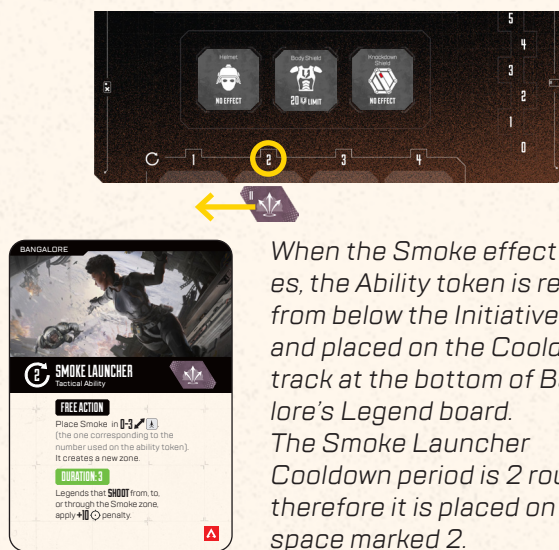
Cooldown

Once an ability effect ceases, it can only be used again after a cooldown period.

The following procedure is used for cooldown:

1. Remove the corresponding ability-related markers or miniature from the Map, placing them next to your Legend Board.
2. Place the ability token on the Cooldown track, at the bottom of your Legend Board, below the number matching the ability cooldown time indicated on the card.
3. In each Transition phase, all the ability tokens on the Cooldown tracks are moved one space to the left.
4. When the ability token is moved out of the Cooldown track, cooldown is completed. Place the ability token on the corresponding Ability card. You may now use it again.

Example

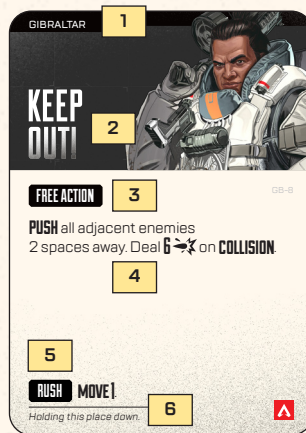


When the Smoke effect ceases, the Ability token is removed from below the Initiative track and placed on the Cooldown track at the bottom of Bangalore's Legend board. The Smoke Launcher Cooldown period is 2 rounds, therefore it is placed on the space marked 2.

In each transition phase, the token will be moved on the Cooldown track one space to the left. When it moves out of the track, it is placed near the corresponding Ability card, and it may be used again.

FEAT CARDS

Each Legend has a unique deck of Feat cards. Feat cards contain the following information:



- 1 The Legend's name
- 2 Feat designation
- 3 Type and/or Cost
- 4 Feat description
- 5 Rush action
- 6 Flavor text

Performing feats

To perform a feat, play a Feat card from your hand, placing it face up on the Feat card discard pile next to your Legend board. Then, resolve the action as indicated on the card.

Special Actions, Free Actions, and Enhance Shoot Actions

Follow the same rules as described for Abilities.

Reaction

Follow the same rules as described for Abilities.

Instant

May only be played **once the effect described on the card has occurred**. Note that this does not have to be during your activation.

Rush

Once during your activation you may discard a Feat card from your hand to perform a Move 1 action, placing it on the discard pile. This is a Free action.



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QUICK RECAP

FINAL ENCOUNTER: ROUND STRUCTURE


Each round consists of:

- ✖ The 1st squad's turn
- ✖ The 2nd squad's turn
- ✖ The Transition phase

FINAL ENCOUNTER: TURN STRUCTURE

- ✖ **Resolve Initiative marker:** Trigger or cease the effects of the Ability tokens located below the Initiative marker.
- ✖ **Activate all Legends** in a given squad, once and one at a time. The teammates decide the order of their Legends activation.
- ✖ **Advance Initiative marker:** advance the marker 1 position to the right. If it lands on the Transition phase, resolve it.

TRANSITION PHASE

- ✖ **Move the Round marker** 1 space to the right on the Round board. If the marker moves onto a  move the Ring borders accordingly, flip the top ring card, and move the round marker again. If there is no further space to move the marker onto, the game ends.
- ✖ **Deal Ring Damage** to each Legend outside of the Ring's area on the Map. The amount of damage deducted from Health (it bypasses the Shield) is indicated below the Round track.
- ✖ **Ability Cooldown:** All Legends move each Ability token on the Cooldown track 1 space to the left. If the token is moved out of the track, place it next to the ability card—it's available again.
- ✖ **Draw 1 Feat card:** Each Legend draws 1 Feat card. If there are no cards left in the deck, skip this step.

ABILITY TOKENS

To indicate the timing of abilities with regard to delay and duration, place the Ability token below the Initiative tracker, X turns ahead of the Initiative Marker:

- ✖ **Duration:** The Ability is active until the Initiative marker is moved onto a space with that Ability token.
- ✖ **Delay:** The Ability activates when the Initiative marker is moved onto a space with that Ability token.

LINE OF SIGHT BLIND SPOTS

1. Start from the highest point of the LoS and identify the farthest obstacle edge at the same level that is crossed by the LoS.

2. Determine the smallest number of grid spaces to a line passing along that edge.
3. If your target is 1 level below, the blind spot extends for that same number of grid spaces.
4. If your target is 2 levels below, the blind spot extends for twice that number of grid spaces.
5. If there is a difference of 2 levels, and the target is 1 space beyond a level 1 obstacle, that space is also considered a blind zone.

AIM CARDS ICONS



Automatic Hit, when the target is on a lower level than you.



Automatic Miss, when the target is on a higher level than you.



Automatic Miss, when the target is behind half-cover.



Additional Hit, for at least 2 of these icons on the revealed Aim cards.



Additional damage, if the Aim card with this icon scored a Hit.

IMPORTANT KEYWORDS

RECOIL: For each Recoil point move **each** Aim card 1 additional space to the right.

PUSH: Push 1 space back in a straight line

ON COLLISION: Cannot be pushed. Apply damage.

FOLLOW: Move your Legend to the space the enemy Legend was pushed from.

ATTACH: Place on the space occupied by the Legend. Attached tokens and miniatures are moved with the Legend and stay with the Legend after elimination.

BURST: Currently has no effect.

DAMAGE TYPES

Some effects have special kinds of features like **<ORDNANCE>**, or **<EXTERIOR>**. These are added so that certain effects can only affect the stated kind of damage.

<TRUE> Damage bypasses the Shield, directly impacting Health points.

CONTIGUITY



Range 1



Neighboring



Adjacent

